Claims

[c1]	A method for compelling a viewer within an interactive environment to read an
	advertisement, comprising:
	presenting the advertisement to the viewer;
	presenting, proximate the advertisement, at least one question whose answer can be gotten
	by reading the advertisement; and
	requiring the viewer to answer correctly at least one such question in order to proceed.
[c2]	The method of claim 1, in which the advertisement accompanies a sequence of material
	being presented to the viewer:
	in which the advertisement is presented prior to delivering at least some of the desired
	material; and
	in which the viewer is required to answer the question correctly in order to receive at least
	some of the desired material.
[c3] արտ	The method of claim 1, in which the question confirms directly the viewer's grasp of at least
	one principal fact the advertisement seeks to convey.
[C4]	The method of claim 1, in which the advertisement is charged at a premium over ordinary
	advertisements.
in dura, ann, pres 1985. In find mad than 11 find mad than 11 find mad than 11 find mad that	The method of claim 1, in which the advertisement and question are presented at widely
	separate locations within the material.
[c6] ^{f=1}	The method of claim 1, in which the answer by the viewer comprises payment by the viewer
	for material yet to be delivered to the viewer.
[c7]	The method of claim 1, in which the answer by the viewer comprises payment by the viewer
	for continued sequential access of material in an interactive environment.
[c8]	The method of claim 1, in which the answer by the viewer comprises payment by the viewer
	for play of a game in an interactive environment.
[c9]	The method of claim 1, in which the answer by the viewer comprises payment by the viewer
	for access to a restricted environment.
[c10]	The method of claim 1, in which the answer by the viewer comprises payment by the viewer
	for a membership or similar affiliation.